

## AMENDMENTS TO THE CLAIMS

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1. (Currently Amended) A system comprising:  
a single object having a plurality of dynamic behaviors, wherein the plurality of dynamic behaviors are defined behaviors of the object;  
a data store to store data regarding the plurality of dynamic behaviors; and,  
an application to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors,  
wherein the object instantiates at least one of the plurality of dynamic behaviors.
  2. (Original) The system of claim 1, wherein the data store is within the object.
  3. (Original) The system of claim 2, wherein less than all of the plurality of dynamic behaviors of the object are instantiated.
  4. (Original) The system of claim 2, wherein the object determines at run-time which of the plurality of dynamic behaviors to instantiate.
  5. (Original) The system of claim 1, wherein the object comprises a Component Object Model (COM) object.
  6. (Previously Presented) The system of claim 1, wherein the plurality of dynamic behaviors comprises at least one selected from the group essentially consisting of a plurality of methods, and a plurality of events.
  7. (Original) The system of claim 1, wherein the data store comprises the Registry.

8. (Original) The system of claim 1, wherein the plurality of dynamic behaviors comprises a plurality of system-defined behaviors and a plurality of application-defined behaviors.

9. (Currently Amended) A method comprising:  
receiving a command to instantiate a first instance of a single object having a plurality of dynamic behaviors ~~associated with~~, wherein the plurality of dynamic behaviors are defined behaviors of the object;

looking up data regarding the plurality of dynamic behaviors in a data store; and,  
instantiating the first instance of the object from the data regarding the plurality of dynamic behaviors in the data store.

10. (Original) The method of claim 9, further comprising changing the plurality of dynamic behaviors.

11. (Original) The method of claim 10, wherein changing the plurality of dynamic behaviors comprises deleting one of the plurality of dynamic behaviors.

12. (Original) The method of claim 10, wherein changing the plurality of dynamic behaviors comprises adding a new dynamic behavior to the plurality of dynamic behaviors.

13. (Original) The method of claim 10, wherein changing the plurality of dynamic behaviors comprises changing the data stored in the data store regarding the plurality of dynamic behaviors.

14. (Previously Presented) The method of claim 10, further comprising:  
looking up data regarding the plurality of dynamic behaviors in the data store as have been changed; and,

instantiating a second instance of the object from the data regarding the plurality of dynamic behaviors as have been stored in the data store, wherein the first and second instances of the object exhibit different dynamic behaviors.

15. (Previously Presented) The method of claim 14, further comprising:  
instantiating a data providing object to provide data regarding the plurality of dynamic behaviors; and,  
instantiating at least one instance of the object from the data regarding the plurality of dynamic behaviors.

C/ 16. (Currently Amended) A computer-readable medium having data stored thereon representing:

a single object having a plurality of dynamic behaviors ~~associate with~~, wherein the plurality of dynamic behaviors are defined behaviors of the object;

a data store to store data regarding the plurality of dynamic behaviors; and,  
an application to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors.

17. (Currently Amended) A computer-readable medium having a computer program stored thereon for execution on a computer, the program performing the method comprising:

receiving a command to instantiate a first instance of the single object having a plurality of dynamic behaviors ~~associate with~~, wherein the plurality of dynamic behaviors are defined behaviors of the object;

looking up data regarding the plurality of dynamic behaviors in a data store;  
instantiating the first instance of the object from the data regarding the plurality of dynamic behaviors in the data store;

changing the plurality of dynamic behaviors;  
looking up data regarding the plurality of dynamic behaviors in the data store as having been changed; and,  
instantiating a second instance of the object from the data regarding the plurality of dynamic behaviors as have been changed stored in the data store, wherein the first and second instances of the object do not exhibit the same dynamic behaviors.

18. (Currently Amended) A computer comprising:

a memory;

a processor

C) a data store of the memory to store data regarding a plurality of dynamic behaviors of defined for a single object; and,

an application executed by the processor from the memory to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors.

19. (Original) The computer of claim 14, wherein the object comprises a Component Object Model (COM) object, and the data store comprises the Registry.

20. (Previously Presented) The system of Claim 1, wherein the object instantiates at least one of the plurality of dynamic behaviors during instantiation of the object.

21. (New) A system comprising:

a single object having an interface and also having a plurality of dynamic behaviors, wherein the interface and the plurality of dynamic behaviors are defined for the object;

a data store to store data regarding the plurality of dynamic behaviors; and,

an application to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors, and

wherein the object instantiates at least one of the plurality of dynamic behaviors.

22. (New) The system of claim 21, wherein the data store is within the object.

23. (New) The system of claim 22, wherein less than all of the plurality of dynamic behaviors of the object are instantiated.

24. (New) The system of claim 22, wherein the object determines at run-time which of the plurality of dynamic behaviors to instantiate.

C/ 25. (New) The system of claim 21, wherein the object comprises a Component Object Model (COM) object.

26. (New) The system of claim 21, wherein the plurality of dynamic behaviors comprises at least one selected from the group essentially consisting of a plurality of methods, and a plurality of events.

27. (New) The system of claim 21, wherein the data store comprises the Registry.

28. (New) The system of claim 21, wherein the plurality of dynamic behaviors comprises a plurality of system-defined behaviors and a plurality of application-defined behaviors.

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